Intervillage Soccer Fall 2025

Rules and Regulations

3rd/4th Girls (U10)

Rules updated 6/30/2025

Dear Coaches,

Welcome to **2025 Fall Intervillage Soccer League**! We wish you the best of luck throughout your season and hope you have an enjoyable experience. We would like to encourage you to read the following Mission Statement and consider it as you coach, ensuring that you fully understand the purpose of this league and why we are here.

The Intervillage (IV) Soccer League is made up of 5 Park Districts (Carol Stream, Streamwood, Hanover Park, Bloomingdale, and Bartlett) and the Elgin Parks & Recreation Dept. Each organization enters varying numbers of teams in several age divisions.

"The purpose of the Intervillage Soccer program is to provide healthy recreation in an environment where a child can have fun while developing physical skills and emotional maturity. The goals are to provide opportunities for all Intervillage teams and participants by giving them a chance to participate in an organized league with quality instruction and coaching in the basic fundamentals, as well as creating a positive experience for each participant encouraging a lifetime involvement in sports. The Intervillage soccer league stresses equal playing time, sportsmanship and fun. To achieve these goals and objectives, the IV soccer league depends on the cooperation and assistance of the participants, parents, and coaches. All decisions concerning participation in the IV Soccer League are made to benefit all involved."

The Intervillage league runs for approximately 8-9 weeks per season (Fall and Spring), with 8 games. Whenever possible, teams play 4 home and 4 away games. Typically, games are played on Saturdays, but occasional weeknight games may be scheduled. Rescheduled games may also be scheduled on a weeknight in order to complete the season schedule. All teams in grades 5-8 will play in single-elimination playoff games the week after the regular season.

The Recreation/Athletic Supervisors responsible for managing this program are always open and willing to hear feedback about the league so please feel free to contact us with your thoughts and suggestions for continuing future improvements. Please report any concerns to your district representative first.

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Thanks, and have a great season!

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INTERVILLAGE YOUTH SOCCER PROGRAM RULES

1. **SECTION 1: GENERAL RULES**

   a. PLAYING RULES AND ELIGIBILITY – FIFA rules apply if not modified within. The rules of the Intervillage Youth Soccer Program are to be strictly adhered to and will be enforced by the all member park district staff.

      i. All players will register and play at their current grade level, unless otherwise approved by district personnel.

      ii. Requests to "play up" will only be granted in exceptional circumstances. It is Park District philosophy to play children in age/grade appropriate divisions in the best interest of their overall athletic development and that children play within their grade level for the social aspects of the program and their abilities to deal with kids that they go to school with.

      iii. Requests to play up are a case by case basis but in order to be considered to play up a child must be within a one-year grade level in order to be approved. 2nd grade can only play up at U10. When age groups make up two years (U10 3rd & 4th grade), U12 (5th and 6th Grade), and U14 (7th and 8th grades) only current 4th graders can play up at U12, only current 6th graders can play up at U14, and only current 8th graders can play up at U18.

      iv. Any youth meeting the program requirements will be eligible to participate.

   b. SPORTSMANSHIP, TOBACCO, ALCOHOL, PROFANITY, and JEWELRY - The actions of the players, managers, coaches, referees, and league officials must be above reproach. Managers and coaches must make sure their conduct is proper in every respect and must make sure that their players and spectators do the same. The use of tobacco is strictly prohibited on the playing field, on the players' bench, and by any player. Alcoholic beverages and any substance abuse in any form are strictly prohibited within the confines of the parks. The use of profanity and obscene gestures by any player, manager, coach, referee, spectator, family member or parent/guardian is prohibited. Players will be prohibited from wearing any form of jewelry. Players found to be wearing jewelry will be told to remove it by the referee. Medical alert bracelets, necklaces or religious items are not considered to be jewelry but must be secured to the body.

   c. COACHES – All coaches are volunteers. The coaches' primary goal is to prepare the player to successfully recognize and solve the challenges of the game on their own. It is vital that coaches approach soccer with this in mind. All coaches are responsible for setting a positive example for players by displaying good sportsmanship and respecting the rules of the game. Disciplinary action will be taken toward any coach who does not support the positive mission of the Intervillage League. The situation will be reported by the referee on his/her game card. The park district involved will complete an incident reporting form which will be forwarded to the park district representative at the coaches' home park district. That park district will be responsible for investigating the incident and taking any necessary action.

   d. PARENTAL RESPONSIBILITY - All parents/guardians, referees, managers, and coaches will be required to sign a Code of Conduct

      i. Parents must shoulder responsibility and take the initiative to make the program successful. Each parent should join in the total effort. There is an opportunity for all to participate. Parents, spectators, and family members must make sure their conduct is proper in every respect, demonstrate GOOD SPORTSMANSHIP and make sure their children and players follow the same conduct.

      ii. Each coach is ultimately responsible for the conduct of their team's spectators. If there is a problem with disruptive spectators, the referee is to warn the coach of the offending spectators.

The coach shall then speak to the involved parties in an effort to rectify the situation. Should this fail, the spectators may be asked to leave the field and the coach may receive a yellow or red card. In extreme cases, the referee can suspend the game.

e. TRAVEL/CLUB SOCCER PLAYERS – This is a recreational soccer league. As such, it is expected that each district will form teams in such a manner as to equalize talents across teams. In support of this effort, under normal circumstances, the travel/club soccer players will be evenly distributed among teams. There should not be any teams in the league who compete in a club or travel league simultaneously.

f. CLEAN UP - All coaches, players, and parents/guardians are responsible for making sure all garbage is properly disposed of at the end of all games and practices. This includes school and church fields as well as District fields. Please help keep our fields, stands, and parking lot areas clean.

g. SCHEDULING

i. SEASON SCHEDULE – The league plays outdoor soccer. As such, play is separated into fall and spring seasons. The fall season runs from approximately the middle of August until the middle of October. The spring season runs from approximately the beginning of April until the beginning of June. Each season will have at least 8 scheduled games. All teams Grades 5 & older (U12+) will participate in playoffs.

ii. PLAYOFF FORMAT: Playoff games will take place during the week and/or on the weekend after the end of the regular season. Divisions with 7 or fewer teams will compete in a single playoff bracket. Divisions with 8 or more teams will be broken into two separate playoff brackets: Gold Bracket for teams in the top half of the standings; Silver Bracket for teams in the bottom half of the standings. In divisions with an odd number of teams (9 or more), the Gold bracket will have one more team than the Silver bracket.

iii. SCHEDULE CHANGES - There will be no changes in a team's scheduled game date, time, or location unless authorized by the Intervillage Soccer Coordinators. All games scheduled at the start of the season should be played as scheduled except for the following circumstances:

1. In the event of Park District cancellation due to inclement weather
2. In the event of Park District needing to cancel for other reasons
3. In the event of school or religious activities
4. It is not acceptable or permitted to request a game reschedule for the following reasons:
    a. Too few players – Games will be played short sided if necessary
    b. Coach and/or assistant is unable to make the game – Parent should be recruited to coach

iv. RESCHEDULING OF RAIN OUTS AND SUSPENDED GAMES – The District Staff will attempt to reschedule all games, however, reschedules are not guaranteed. The rescheduled game will be played at the park district that the original game was scheduled at. The HOME coach must communicate with their park district representative to request a date. The home coach must communicate with the away coach to confirm that date and communicate that confirmation back to the district representative. All rescheduled games must be played within a two-week window (unless specifically approved by park district personnel), or a forfeit will result.

v. GAMES PER WEEK – Teams will pay one game per week. Most games will be played on Saturday mornings and afternoons. In case of a make-up game, it shall be understood that a weeknight may

be preferable to complete the schedule. Weeknights will only be used if necessary to complete the game schedule.

vi. FIELD SCHEDULING - The Intervillage Soccer Coordinators will schedule game field usage.

vii. PRACTICES - No team is permitted to begin practicing before rosters have been officially distributed at the coaches meeting and before the parents have signed the medical release form. Practices may be restricted from game fields.

2. **SECTION 2: PLAYERS, FIELD AND EQUIPMENT**

a. PLAYER ATTENDANCE - In-house players are encouraged to attend all games and practices. If a player is unable to participate in a practice or a game, a courtesy call should be made to the coach as soon as possible

b. PLAYER SHARING – Games will not be rescheduled for teams that will be short players, except in extreme situations, outlined in the rescheduling section (1.G.ii) of this manual. If a coach expects that he may be short players for a scheduled game, he may choose from the following options:

i. The coach can request that both teams play with fewer players on the field. Opposing coach is not required to comply. However, good sportsmanship guidelines dictate that they should.

ii. The coach can ask the opposing team to "loan" players to make up the difference so that both teams can field complete teams. The opposing coach, if they choose to help, would choose players to be shared. "Borrowing" coach can provide pinnies or jerseys for "loaned" players.

iii. The team that is short players may borrow from a team of the same age-level that has played within one hour of the scheduled game.

c. EQUIPMENT - All players must wear their issued team uniform during the game. Team colors will be listed on the game schedule. In the event of a color conflict (e.g. Both teams wear red jerseys), the home team is responsible for wearing pinnies/vests or alternate colors. It is possible that there will be more than one player on the same team with the same jersey number, due to the manner in which some of the organization in the league league distribute jerseys.

i. In cold weather, players will be able to wear sweatshirts, jackets and/or long pants under their uniforms. Gloves and hats may be allowed.

ii. Shin guards are MANDATORY.

iii. Footwear - Tennis shoes or soft-cleated soccer shoes are acceptable, but soccer cleats are recommended. No metal spikes, football or baseball are allowed.

d. TEAM/GAME SPECIFICS

Age Division	# of Players on Field (including keeper)	Ball Size	Team Sideline Coaches	Game Duration
3rd/4th (U10) Grade	7v7	#4	1 Head 1 Asst.	Two 30-minute halves
5th/6th (U12) Grade	9v9	#4	1 Head 1 Asst.	Two 30-minute halves
7th/8th (U14) Grade	11v11	#5	1 Head 1 Asst.	Two 35-minute halves

e. SUBSTITUTIONS - There are unlimited substitutions during the course of a game. Substitutions can occur only with the referee's consent.

i. Substitutions may occur during any of the following occasions: between halves, either team's throw-in, either team's goal kick, after a scored goal, after an injury occurs and play is stopped.

f. PLAYING TIME - Each player shall play a minimum of 50% of the game, providing equal playing time for all players. For teams too large for each player plays 50% of the game, no players should play more than 60% of the game.

g. COURTESY RULE / SLAUGHTER RULE – For grades 3-6. The slaughter rule dictates that if a team is winning by three (3) goals, the coach in the lead should begin to pull back his/her players. When down by four (4) goals, the losing team may add a player and when up by six (6) goals the winning team must remove a player. Coaches are not allowed to remove the keeper from the field. Referees will be responsible for ensuring that the proper steps are taken in a slaughter situation. This is not optional for either the winning or losing… U14: Skip the 1st threshold. Reduce one player for 4 goal deficit.

h. COACHING/SPECTATOR PRESENCE - A total of one (1) head coach and one (1) assistant coach may occupy the team's side of the field. No one other than the coaches and players is allowed on the player side of the field. All parents/spectators must remain on the opposing side of the field behind the 8-foot courtesy line. No one is allowed behind either goal during the course of the game.

i. CASTS – A player with a cast must submit a medical release signed by his/her doctor to the park district. Players may play with a soft "cast" if, in the opinion of the referee, the cast is not a hazard to the individual or any other player on the field. Soft casts must include at least one inch of foam padding on either side of the cast.

3. **SECTION 3: REFEREES**

All games will be officiated by a referee who is certified. All referees will be required to familiarize themselves with Intervillage Soccer League rules. League rules shall supersede all others where they apply – otherwise, FIFA rules apply. Each referee has authority to rule on any point not covered explicitly in the Intervillage or FIFA rules.

a. There will be at least one referee at all games. There will be efforts for at least two referees at 7th-8th grade (U14) games or one referee and two assistant referees (linesmen).

b. If by ten minutes after the scheduled game time, the referee has not arrived, coaches can agree that they will officiate the game. If they do so, they will take the field, and each coach should officiate one half of the game. The coaches will then be responsible for officiating the game to the best of their ability.

c. All decisions of the referees are considered final and not subject to dispute by coaches, players or spectators.

d. Linesmen will be used at the discretion of the referee. Linesmen must be at least 12 years old and capable of responsibly and fairly supporting the referee.

e. A coach can respectfully request an explanation of a call at half-time or following the game. Referees may respond at their discretion. However, a referee is not required to explain any call.

f. **No one is allowed to argue judgment calls with the referee. Doing so is grounds for ejection via red card.** This includes inter-village coaches. Should an infraction take place that demands the showing of a red card to a coach, said coach must leave the park promptly upon designating a responsible adult from their team to finish the game and will be subject to further discipline.

g. Physical contact with a referee is not permitted and will not be tolerated. Anyone making contact with a referee will be immediately ejected and suspended from further participation in all Intervillage or District programs pending review of the incident by the district staff. It shall also be noted that physical contact with a referee can result in being reported to the police department.

h. Questions and/or comments regarding referees are to be directed to district staff. Should any issues arise concerning the performance of a referee, the following steps should be taken:

   i. The coach of the team that has the concern must address that concern to their home park district rep.

   ii. That home district rep communicates that concern in writing using an incident reporting form, which is forwarded to the district who hosted the game during which the incident occurred.

   iii. The host district will take proper steps to investigate the situation and communicate any resulting action to the home district.

i. Referees will note any incidents that occur during a game on their game card. Incidents will then be followed up by the districts involved using an Incident Report Form to be filled out by the home district.

4. SECTION 4: GAME RULES

a. STARTING A GAME

   i. The home team shall provide the game ball.

   ii. Each game will begin with a kick-off in the center circle of the field.

b. PROTESTED and/or APPEALED GAMES - There will be no protested games. There will be no appeals. The referee's decision/ruling is absolute and final.

c. PLAYING CONDITIONS

   i. Darkness

      1. A game stopped due to darkness is at the referee's discretion.

      2. The score at the end of the last completed half will determine the outcome.

   ii. Rain

      1. A game stopped due to rain is at the referee's discretion.

      2. Any game stopped due to rain or storms during the first half of the game is not an official game. The game will restart with the score being zero – zero (0-0).

      3. Any game stopped during the second half of the game will be over, and the team leading at that point is considered the winner.

   iii. Poor Playing Conditions

      1. In the event of poor playing conditions and/or bad weather, the home District will make the decision if the game(s) should be played. Once the game has started, only the referee can stop the game.

   iv. **Electrical and Thunderstorms/Emergency Sirens/Thorguard -** If lightning is seen, if thunder is heard, or if the district severe weather warning signals/sirens/Thorguard goes off (15-second blast), the following must be strictly adhered to.

      1. All games and practices must be stopped, and the players cleared from the field/park. Any coach refusing to comply will be immediately suspended until the home District athletic staff reviews the incident.

         a. At locations that have the severe weather warning system, wait for the all-clear (3 short horn blasts). If the all clear has not sounded after 30 minutes, the game or practice must be canceled.

b. At locations that do not have the severe weather warning system, there will be a mandatory twenty (20) minute wait, from the last lightning seen or thunder heard, to see if the storm passes before any play can be resumed. However, the game or practice must be canceled if the severe weather has continued for thirty (30) minutes.

2. At the referee's discretion, coaches and players will take shelter inside a vehicle or building. At the referee's discretion, if the storm passes the game can restart from the point where it left off provided the field is playable and weather conditions are safe.

3. For practices, the coaches are responsible for making these decisions.

d. PLAYER INJURY

i. In case of an injury, the play will stop when the referee blows the whistle. The whistle will be blown when the team with the injured player has possession of the ball. In severe instances, the play will immediately stop.

ii. All players shall take a knee while the injured player is being attended to.

e. BALL IN AND OUT OF PLAY

i. Out of play

1. The ball is out of play when it has wholly crossed the line on the ground or in the air.

2. The referee has stopped play.

ii. In Play

1. The ball rebounds from a goalpost, crossbar, or corner flag and remains in the field of play.

2. The ball rebounds from the referee when they are on the field of play.

f. OFFSIDE

i. A player is in an offside position if he is nearer to his opponent's goal than both the ball and the second last opponent except when in his own half of the field of play.

ii. A player is offside if at the time the ball is played by one of his teammates, he is in an offside position and interfering with play, interfering with an opponent, or gaining an advantage by being in that position.

iii. There is no offside offense when receiving the ball directly from a throw-in of corner kick.

iv. For any offside offense, the referee awards an indirect free kick to the opposing team to be taken from the point of incursion.

g. HEADING - Per US Soccer, as of February 2016.

i. Players in 3rd-4th grade (U10) leagues and younger shall not engage in heading, either in practices or in games.

ii. Players in 5th-6th grade (U12) leagues can head the ball, but it should be limited. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week. Heading is permitted in games.

iii. In the 3rd-4th grade (U10) league: When a player deliberately heads the ball in the game, an indirect free kick should be awarded to the opposing team from the spot of offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal

line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

h. BUILD OUT LINES – Per US Soccer, as of Spring 2016 (adopted in the IV League as of Fall 2016)

   i. This rule applies to 3rd/4th Grade (U10) Leagues only.

   ii. The Build Out Lines are marked on the field approximately 4 feet in front of the edge of both goalkeeper boxes.

   iii. When the Goalkeeper (GK) is in possession of the ball (either during play or on a goal kick), the opposing team must drop behind the Build Out Line, allowing the GK to pass, throw, or roll the ball to a teammate.

      1. After the ball is put into play and the first player (other than the Goalkeeper and usually a defender) on the team with possession, touches the ball the opposing team can the cross the Build Out Line and play can resume as normal.

   iv. Goalkeepers are **NOT** allowed to punt the ball.

      1. If the Goalkeeper does punt, play is restarted with the Goalkeeper

   v. A restart from the Goalkeeper's hands or goal kick will take place if the opposition infringes inside the Build Out Line.

i. THROW-INS

   i. Throw-ins are handled in the following manner:

      1. When the whole of the ball passes over the touchline, either on the ground or in the air.

      2. Throw-in is taken from the point where it crossed the touchline.

      3. It is awarded to the opponents of the last team that touched the ball.

j. CORNER KICKS - Corner kicks are to be performed when the ball crosses the backline out-of-bounds on the field and is sent there by the defending team. The attacking team takes the corner kick from the corner circle. **(Use feet to place ball in correct spot)**

k. GOAL KICKS - Goal kick is awarded when the ball crosses the back line and is sent there by the attacking team. The defending team takes the goal kick from the edge of the goal box.

l. PENALTY KICKS

   i. A penalty kick is awarded against a team that commits an offense for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

      1. A goal may be scored directly from a penalty kick.

      2. No players except the kicker and the goalkeeper are permitted in the penalty area until after the ball is kicked.

      3. **Use feet to place ball in correct spot.**

m. FREE KICKS

   i. For both direct and indirect free kicks, the ball must be stationary when the kick is taken.

      1. A goal is awarded if a direct free kick is kicked directly into the opponent's goal.

      2. A goal can only be scored on an indirect free kick after another player touches it.

      3. The kicker does not touch the ball a second time until it has touched another player.

4. **Use feet to place ball in correct spot.**

ii. **Slide tackling is not permitted at any age group.** Any offense will result in a direct free kick being awarded to the opposing team from the location of the slide tackle.

n. METHOD OF SCORING - A goal is scored when the ball completely crosses the goal line, between posts and beneath the crossbar.

o. DURATION OF A GAME

i. The game shall be divided into two equal halves

ii. There shall be a half-time break of five (5) minutes.

iii. See level specific rules (Section 2-d) for complete duration of halves.

p. MISCONDUCT - the method that a referee uses to indicate misconduct on behalf of a player or coach is by showing a Yellow Card or a Red Card

i. Yellow Card - In the event that a player/coach receives a yellow card, it shall be warranted as a warning.

ii. Red Card - If a player/coach receives a red card, the player/coach shall immediately be removed from the game. Suspension shall follow for the next scheduled game.

a. Suspension - The player/coach shall not be permitted to attend the next game as a player/coach or spectator.

b. An Incident Reporting Form will be filled out by the home district and sent to the park district with which the offending player/coach is affiliated.

c. Enforcement of the suspension is the responsibility of the district with which that player/coach is affiliated.

q. ENDING THE GAME

i. Upon completion of the game, both opposing teams and coaches shall meet on the field and shake hands.

r. TIE-SCORE

i. During the regular season, games will end in a tie if the score is tied at the end of regulation.

ii. Playoff Games: If the game ends in a tie both teams will enter into a penalty kick shootout. Teams will select 3 players to take a penalty kick. If the score remained tied after 3 kickers per team, each team will continue adding an additional player until the tie has been broken

iii. Teams must use a different player for each attempted penalty kick.

s. STANDINGS

i. Standings will be kept only for Grades 5th & up. Wins are worth 3 points; Ties are worth 1 point, Losses are worth 0 points. Teams will be seeded in the playoffs based on total points.

ii. Tie breaker(s) will be as follows:

1. Head-to-head record
2. Average Goals Against among all games
3. Total Goal Differential (max of +3 or -3 per game)
4. NOTE: For ties between 3 or more teams, Head-to-Head results will only be used if the teams have all played an equal number of games against each other.

t. FORFEITS – Ten (10) minutes after scheduled game time is the forfeit time. Forfeits will be counted as a 3-0 score in the standings.